

METHOD AND SYSTEM FOR CULLING VIEW DEPENDENT VISUAL DATA
STREAMS FOR A VIRTUAL ENVIRONMENT

ABSTRACT OF THE DISCLOSURE

5 A method for culling visual data streams. Specifically, one embodiment of the
present invention discloses a method for culling view dependent visual data streams for a
virtual environment. The method begins by determining a view volume of a viewing
participant within the virtual environment. The view volume determines a field-of-view
of the viewing participant within the virtual environment. The embodiment of the method
10 then determines a proximity of a representation of an observed object in the virtual
environment to the view volume. Thereafter, the embodiment of the method processes a
view dependent visual data stream of the observed object only when the representation is
within a specified proximity to the view volume.